

# QUICK KEY CONTROL GUIDE





# SUMMARY OF CONTROLS

## SPACE FLIGHT CONTROLS

Anticlockwise roll	[,<] —or joystick
Clockwise roll	[.>] —or joystick
Dive	[S] —or joystick
Climb	[X] —or joystick
Increase speed	Space Bar
Decrease speed	[/?]
Front view	[F1]
Back view	[F3]
Left view	[F5]
Right view	[F7]

## SPACE COMBAT CONTROLS

Fire laser	[A] —or fire button
Target missile	[T]
Fire missile	[M]
Unarm missile	[U]
ECM	[E]
Energy bomb	[C]
Escape capsule	[←]
Docking computer on	[C]
Docking computer off	[P]

## NAVIGATIONAL CONTROLS

Hyperspace	[H]
Intergalactic jump	[ctrl] [H]
Distance to system	[D]
Cursor cross home	[O]
Cursor cross control	[+crsr+] [crsr-]
Galactic chart	[4]
Local cluster chart	[5]

## TRADING CONTROLS

Launch from station	[F1] —only while docked
Buy cargo	[1] —only while docked
Sell cargo	[2] —only while docked
Equip ship	[3] —only while docked
Galactic chart	[4]
Local cluster chart	[5]
Data on system	[6]
Market prices	[7]
Status page	[8]
Inventory	[9]
Find Planet	[F] —only while docked

## GAME CONTROLS

Game skip	[J]
Freeze game	[Inst Del]
Continue game	[Clr Home]
Initiate save	[@] —only while docked

## OTHER CONTROLS

Note: These controls can only be used while the game is frozen.

Keyboard recentering toggle	[A]
Keyboard damping toggle	[Run Stop]
Keyboard/joystick toggle	[K]
Reverse joystick	[Y] —Y-channel only
Reverse joystick	[J] —both channels
Docking music on/off	[M]
Sound effects off	[Q]
Sound effects on	[S]
Flashing red/yellow toggle	[F]
Planet surface lines	[P]
Start new game	[←]

The keyboard recentering toggle (A) will disable and re-enable the recentering in roll and dive/climb control. When recentering is enabled, a small amount of climb (or clockwise roll) cancels any dive (or anticlockwise roll) and vice versa.

The keyboard damping toggle (RUN STOP) will disable and re-enable the automatic damping of a roll, dive or climb while in keyboard control.

The J key will reverse both channels of the joystick enabling it to be held either way around. The Y key will reverse the Y-channel only so that pushing the joystick forward will result in a climb and pulling it back will result in a dive; roll will not be affected. The J and Y keys can be used in conjunction.

The F key will make dial information appearing in red flash red and yellow. This will make the screen display clear for users with black and white televisions or monochrome monitors.